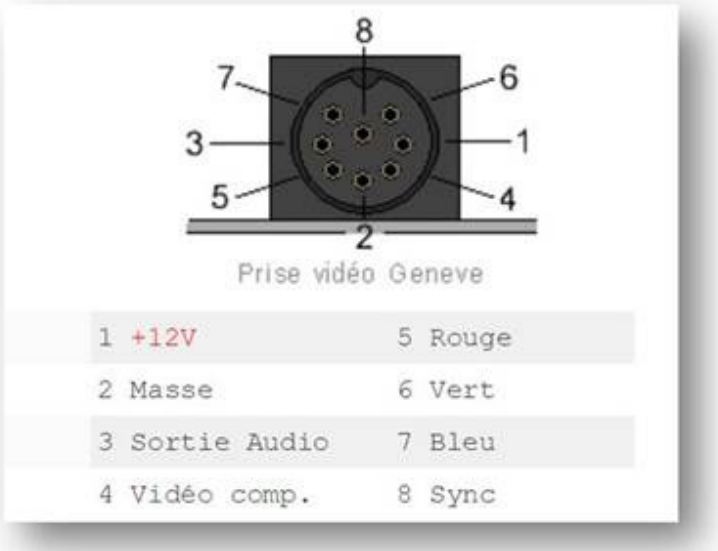
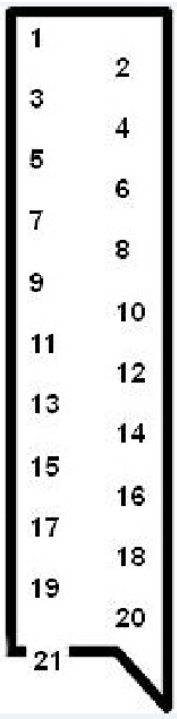
GENEVE 9640 PIN-OUT:



Prise vidéo Geneve

1	+12V	5	Rouge
2	Masse	6	Vert
3	Sortie Audio	7	Bleu
4	Vidéo comp.	8	Sync

SCART-Plug (male)



GENEVE 9640 / SCART - Cable: (August 2017 by Shift838)

Shift838 ONLINE #2

Stargunner
TOPIC STARTER

1,907 posts
SHIFT838
Location: Texas

Posted Today, 7:28 AM

So how I wired up with the SCART to HDMI.

Below pin-outs are from the solder side of each connector:

SCART 8pin DIN Male Geneve

1,6 --------- 3 (audio)
7 --------- 7 (blue)
11 --------- 6 (green)
15 --------- 5 (red)
17 --------- 2 (ground)
20 --------- 8 (CSYNC)

You will need to hook up the +3v powersupply to the SCART connector (scart side only) to pin #16 of the SCART connector. I hooked the -side to ground pin 17 as well.

See the picture attached. Keep in mind cell phone camera used and it's on a 32" LED. I will be moving it to a 19" LED

SCART	**8pin DIN Male**	**My Colors:**
1,6 ---------	**3 (audio)**	**1-lightred 6-grey**
7 ---------	**7 (blue)**	**blue**
11 ---------	**6 (green)**	**green**
15 ---------	**5 (red)**	**red**
17 ---------	**2 (ground)**	**yellow**
20 ---------	**8 (CSYNC)**	**white**

Source on AtariAge:
http://atariage.com/forums/topic/268835-scart-to-hdmi-for-geneve-users/?p=3826405
Converter:
https://www.amazon.com/gp/product/B0177DG71S

GENEVE 9640 / SCART: (by Tony, via Shift838)

You have to supply between 1 and 3 volts to pin 16 to activate the RGB interface of the monitor.

Connect audio to both right and left inputs.
Sync signal wires up from the Geneve to SCART pin 20.
Match up R, G, & B inputs from Geneve to SCART
Tie all grounds together at scart plug.

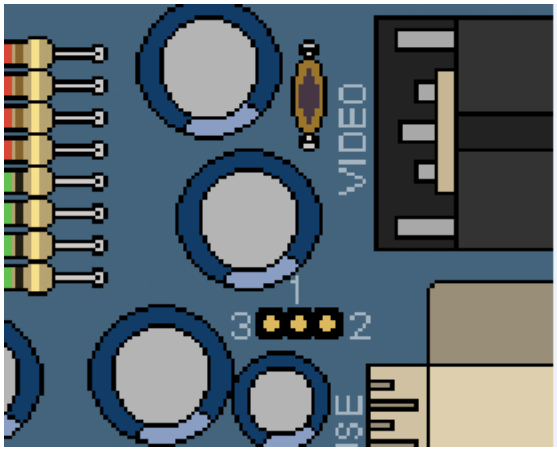
Put 1k pots in series on the R, G, B, and sync lines.
Just the wiper and one of the fixed connections, don't tie the other
side to ground.

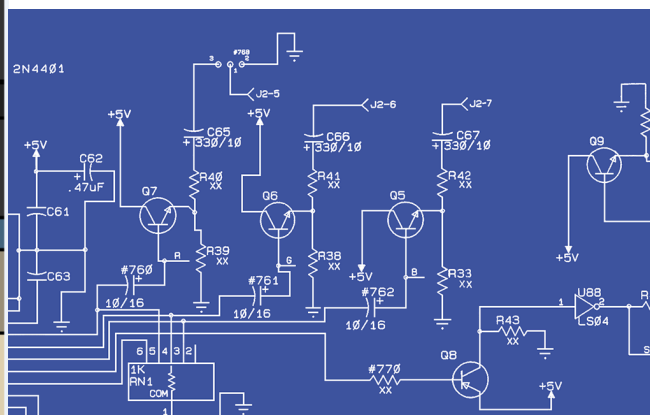
You have to fiddle with the pots to get a nice clear picture.

I added a project box and the DIN connector so it was easily movable if needed and the pots easy to get to.

When I spoke to him before on this a few years ago, he just soldered it to the wires made the adjustments then used electrical tape to wrap them around the cable to keep the POTS in place.

Geneve 9640 jumper backside (3 | 1 | 2) :





MEASURED (Schmitzi´s PFM modded Geneve):

(Geneve9640/PFMmod -384K 0-wait state memory, 192K video memory, and a PFM Flash Disk with 128K)

	VIDEO-JUMPER SET TO		
Pin	**3+1** = RGB	**1+2** = COMPOSITE A/V	
+	1 = 0 V	1 = 0 V	12V if RF connected
Gnd	2 = 0 V	2 = 0 V	GROUND
Au	3 = 2.25 V	3 = 2.25 V	AUDIO
VC	4 = 8.25 V	4 = 8.18 V	COMPOSITE
R	5 = 2.1 V	5 = 0 V	GROUND/RF or RGB-RED (Jumper)
G	6 = 2.2 V	6 = 2.18 V	GREEN
B	7 = 2.82 V	7 = 2.8 V	BLUE
Sy	8 = 4 V	8 = 4 V	Composite SYNC (vert + hor-sync)

PIN 2->3 2.0 Volt (both Jumpers)

GENEVE 9640 PinOut:

from http://ti99.collosum...e/gvideo2.aspx
http://ti99.collosumus.net/ti99/hardware/gvideo2.aspx

Geneve: (from **http://ti99.collosum...e/gvideo2.aspx**)

male front / female rear

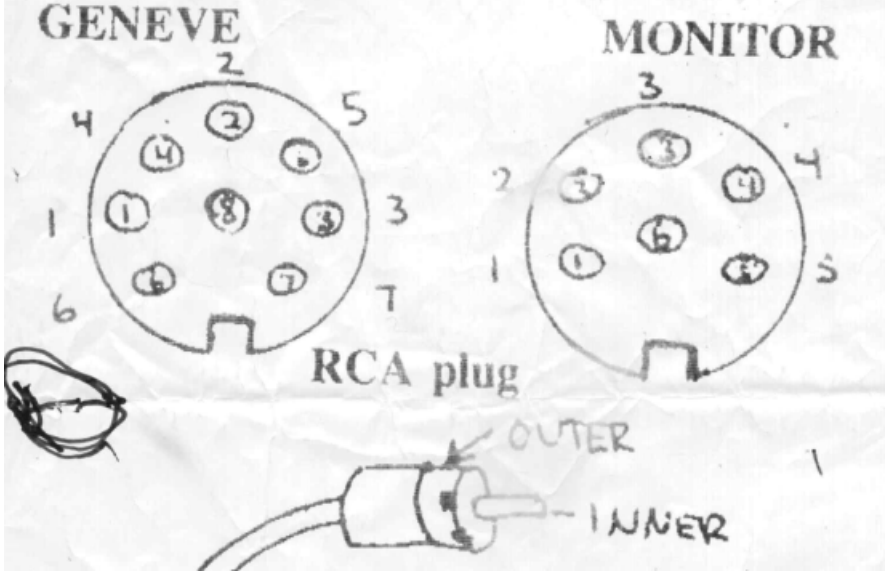
	DIN-8 Connector
Pin:	**Description:**
1	+12V when connected to a RF modulator else not connected.
2	GND.
3	Audio.
4	Composite Video.
5	GND when used with a RF modulator else RGB Red (depends on jumper setting).
6	RGB Green.
7	RGB Blue.
8	Composite SYNC (vertical + horizontal sync).

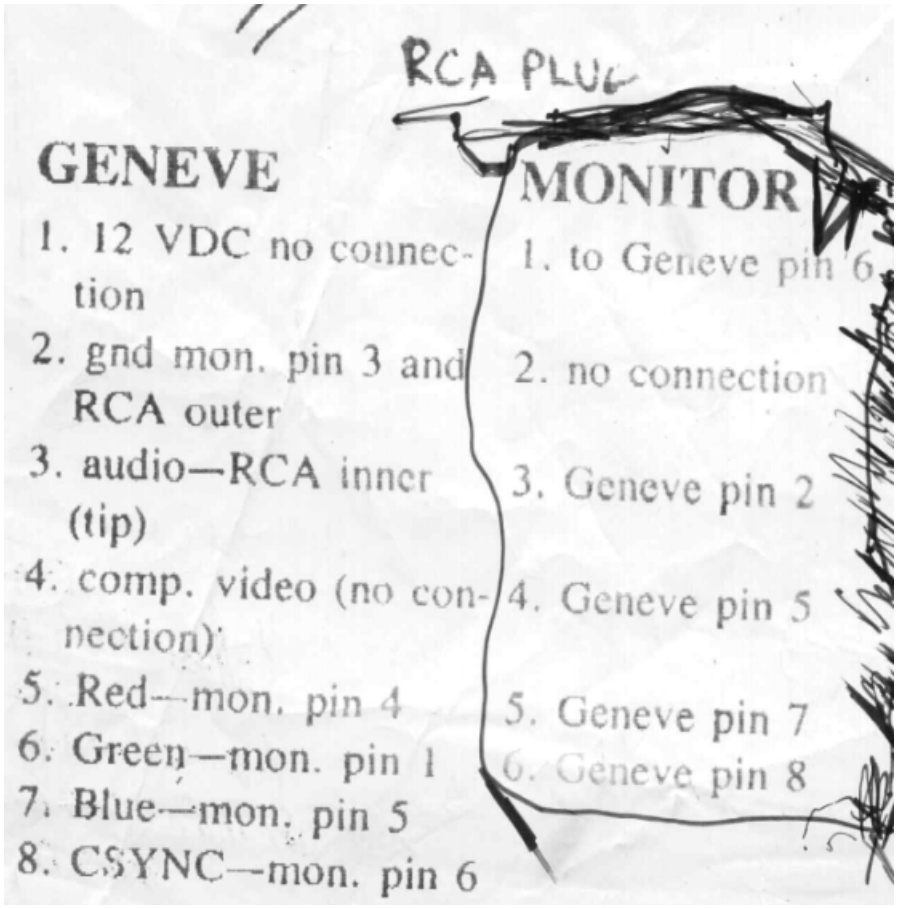
Ermanno says:
PIN 1 is “alias” only, so +12v is in NO use (fts to what I measured!)
Just for test when try a cable at monitor sync try first pin 4 after pin 8
and looked the ttl button (Alfredo Cevolini maybe can have a look)

GENEVE / MAGNAXVOX-MONITOR:

Geneve pinouts for Magnavox RGB

Mike Christianson, of Pekin, Illinois, provides the pinouts for connecting a Magnavox 8CM515 or 8CM643 monitor to the Myarc 9640. The monitor end of the cable is a 6-pin DIN and the Geneve end is an 8-pin DIN.



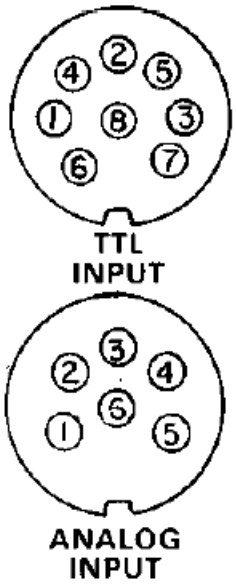


MAGNAVOX 8CM516 Professional RGB 80:

RGB 8 and 6 Pin DIN Sockets

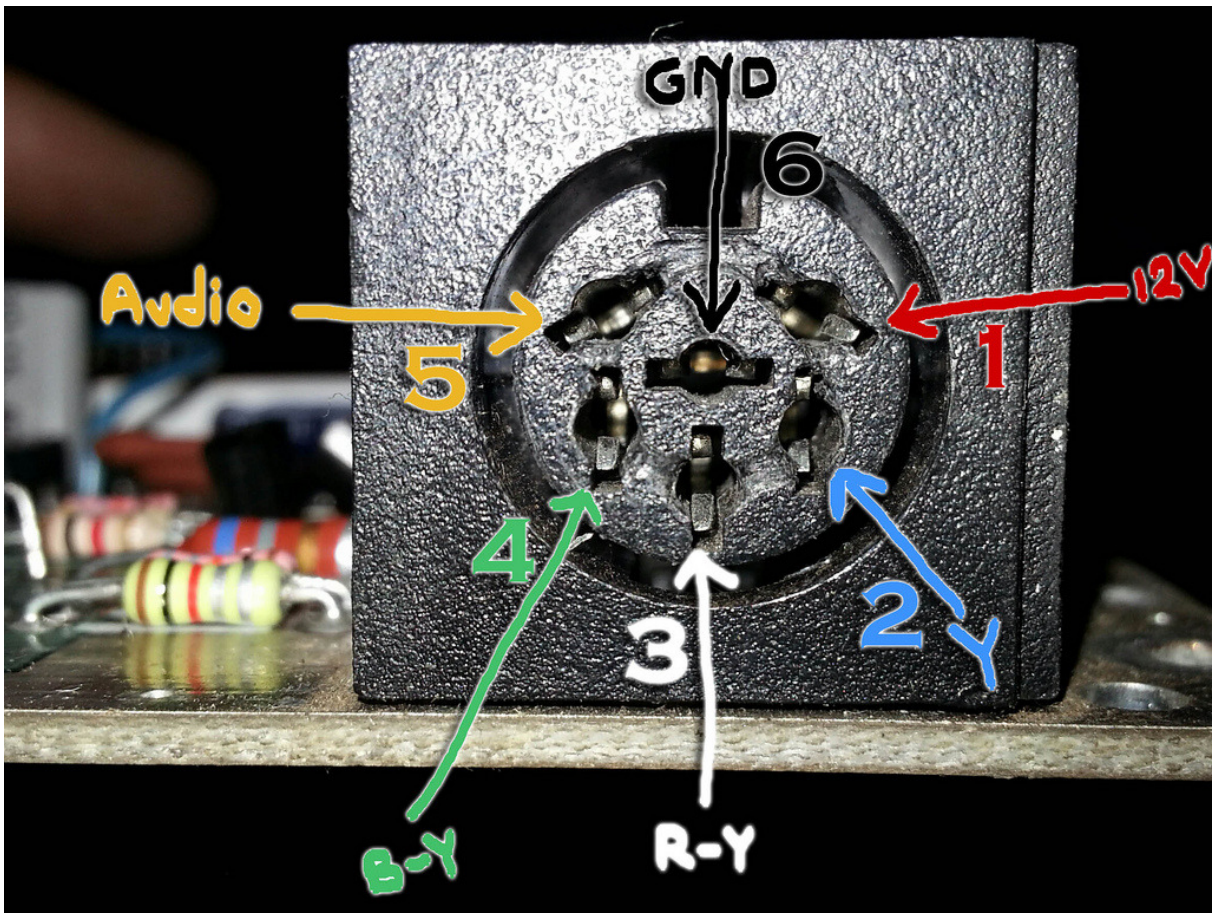
PIN ASSIGNMENTS

PIN NO.	TTL INPUT 8 PIN SIGNAL	ANALOG 6 PIN SIGNAL
1	Open	Green
2	Red	Horiz. Sync
3	Green	Ground
4	Blue	Red
5	Intensity	Blue
6	Ground	Vert. Sync
7	Horiz. Sync	
8	Vert. Sync	



When using these sockets before connecting the equipment, place the RGB/Composite Switch in the RGB position.

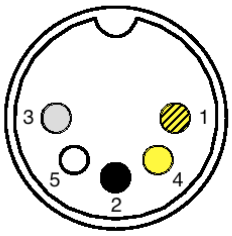
TI-99-4A PINOUT:



Jeff Oliphant TI 99, Atari XL, and Commodore 64 all use the same video pin out.
(Is it so ?)

Other:

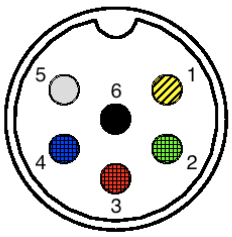
TI-99/4A US



DIN-5 180

1. +12V
2. Ground
3. Audio
4. Composite
5. Not connected

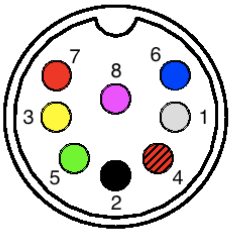
TI-99/4A Europe



DIN-6 240

1. +12V
2. Y (Component)
3. P_R (Component)
4. P_B (Component)
5. Audio
6. Ground

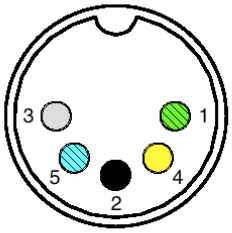
Sega Master & Genesis



DIN-8 262

1. Audio
2. Ground
3. Composite
4. +5V
5. Green (RGB)
6. Red (RGB)
7. Sync (RGB)
8. Blue (RGB)

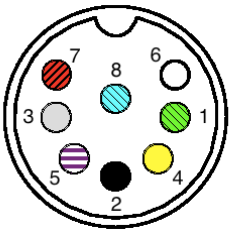
Atari 800



DIN-5 180

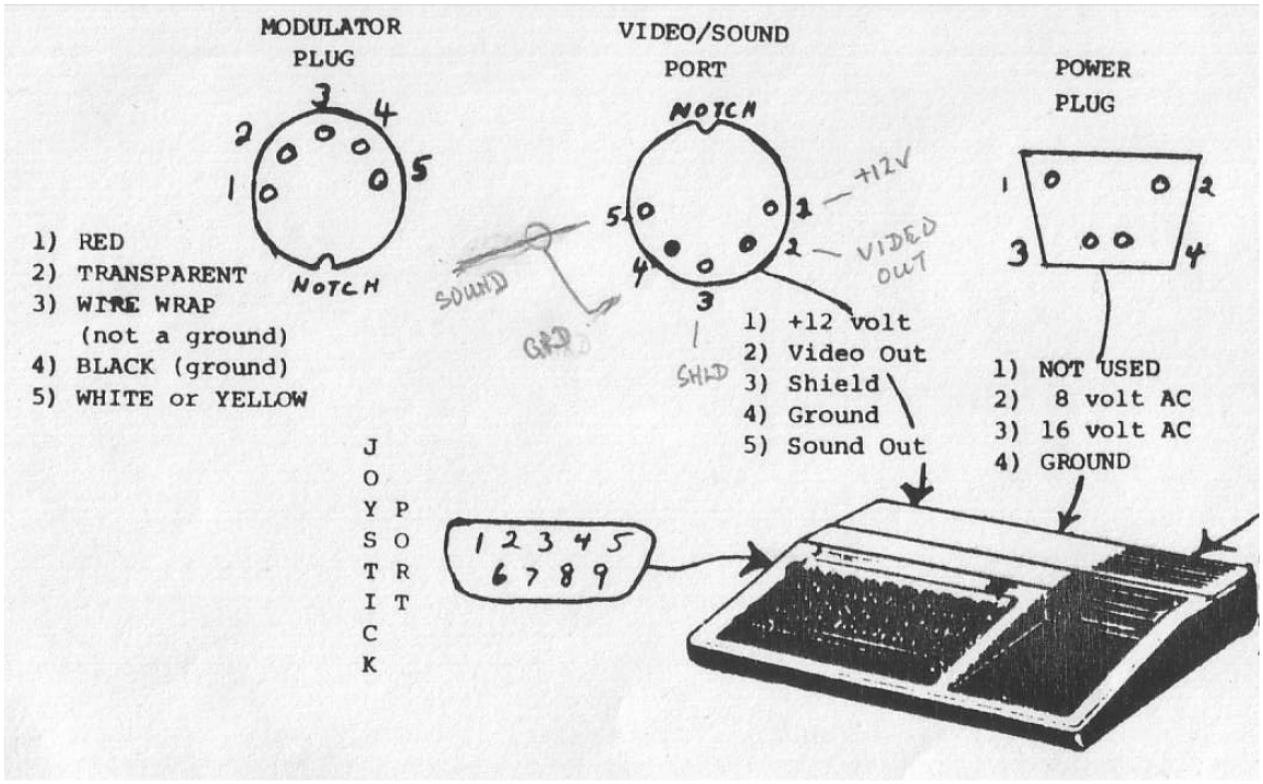
1. S-Video Luma
2. Ground
3. Audio
4. Composite
5. S-Video Chroma

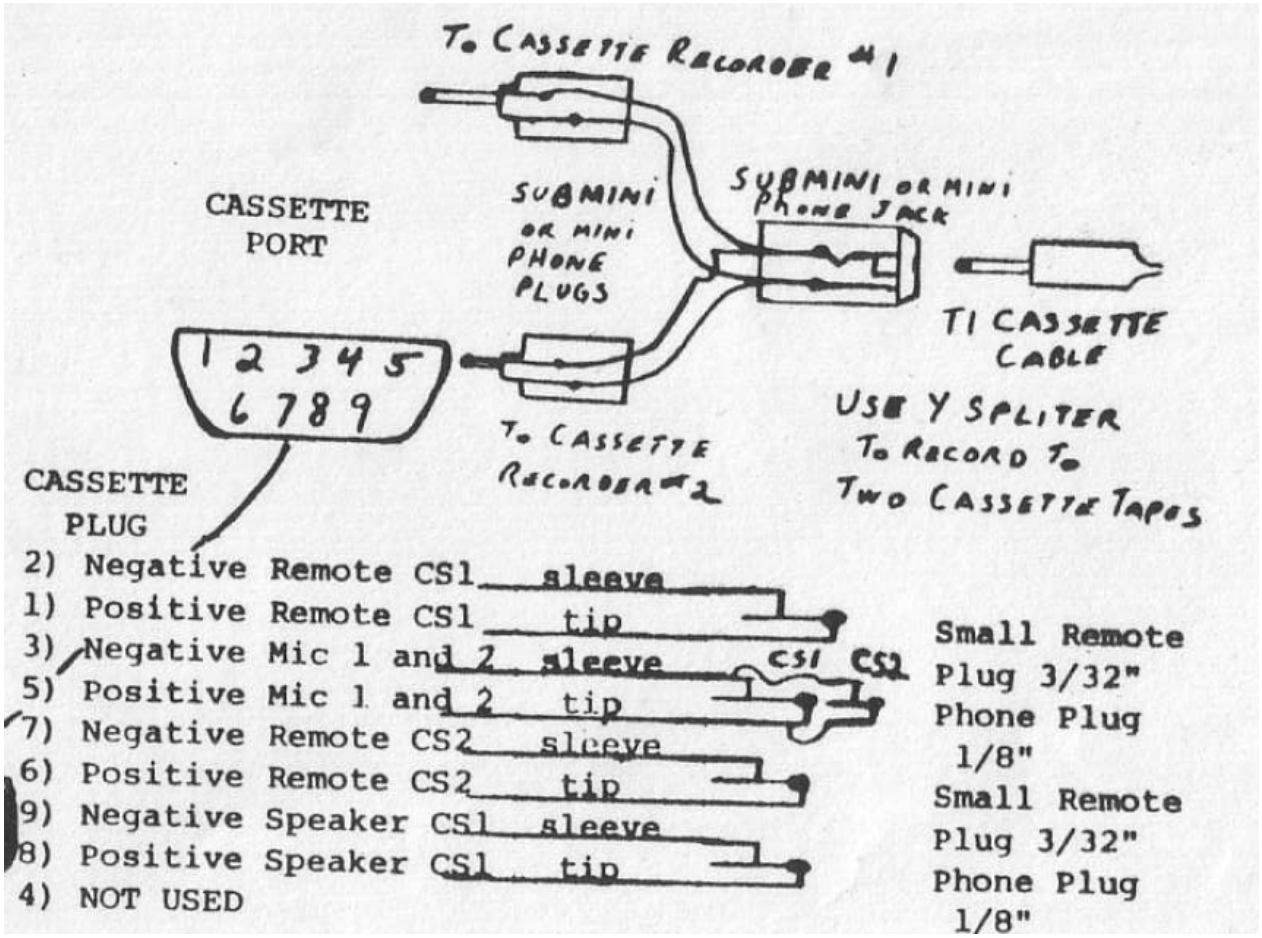
Commodore 64



DIN-8 262

1. S-Video Luma
2. Ground
3. Audio out
4. Composite
5. Audio input
6. Not connected
7. +5V
8. S-Video Chroma

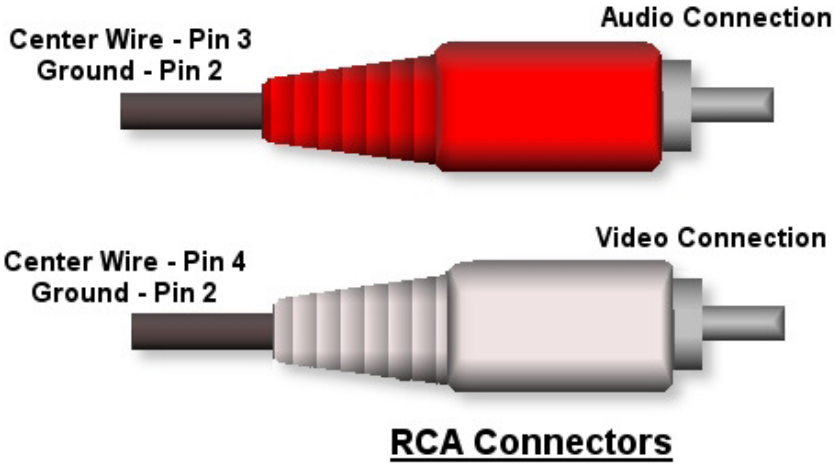

MODULATOR PLUG
1) RED
2) TRANSPARENT
3) WIRE WRAP (not a ground)
4) BLACK (ground)
5) WHITE or YELLOW
NOTCH
VIDEO/SOUND PORT
NOTCH
+12V
VIDEO OUT
SOUND
GRD
SHLD
1) +12 volt
2) Video Out
3) Shield
4) Ground
5) Sound Out
POWER PLUG
1) NOT USED
2) 8 volt AC
3) 16 volt AC
4) GROUND
JOYSTICK PORT
1 2 3 4 5
6 7 8 9


To Cassette Recorder #1
CASSETTE PORT
SUBMINI OR MINI PHONE PLUGS
SUBMINI OR MINI PHONE JACK
TI CASSETTE CABLE
1 2 3 4 5
6 7 8 9
To Cassette Recorder #2
USE Y SPLITER To Record To Two Cassette Tapes
CASSETTE PLUG
2) Negative Remote CS1 sleeve
1) Positive Remote CS1 tip
3) Negative Mic 1 and 2 sleeve
5) Positive Mic 1 and 2 tip
7) Negative Remote CS2 sleeve
6) Positive Remote CS2 tip
9) Negative Speaker CS1 sleeve
8) Positive Speaker CS1 tip
4) NOT USED
CS1
CS2
Small Remote Plug 3/32" Phone Plug 1/8"
Small Remote Plug 3/32" Phone Plug 1/8"

.NTSC

TI-99/4A Monitor Cable

5-Pin DIN Plug
Viewed From Front

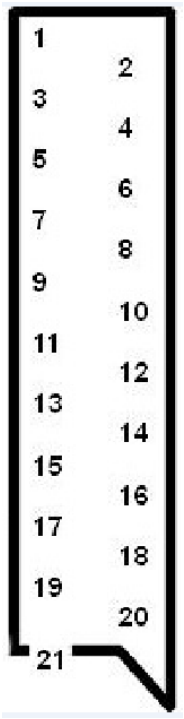


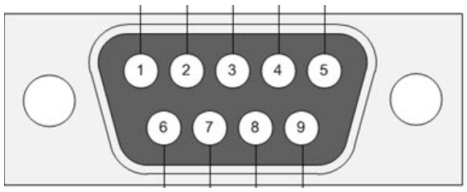
RCA Connectors

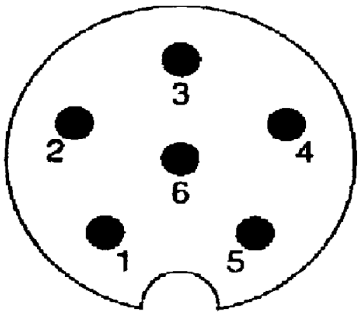
MECHATRONIK 80-COLUMN SCART-CABLE WITH DIN-6-PLUG FOR SOUND:

SCART-plug (male) RGB-DB9-plug (male) DIN-6-PLUG (male)

(front-views into cable´s plugs !)







SCART #	RGB #	DIN #	SCART-Text
2	6	1	Audio In R
6	6	1	Audio In L
7	5	-	Blue
11	4	-	Green
15	3	-	Red
18	9	6	**Comp Vid In&Synch In (Ground)**
20	8	-	**Comp Vid In&Synch In (TTL?)**

OTHERs:

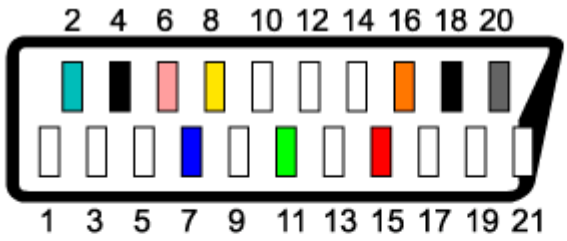
-	1	-	Ground
-	2	-	Ground
-	6	-	Open (Comp. Out?)
-	7	-	+ 5V
-	9	-	Open (Comp. Out?)

12.03.2016 by Schmitzi / toxic instruments

So, from the Mechatronic-Manual:

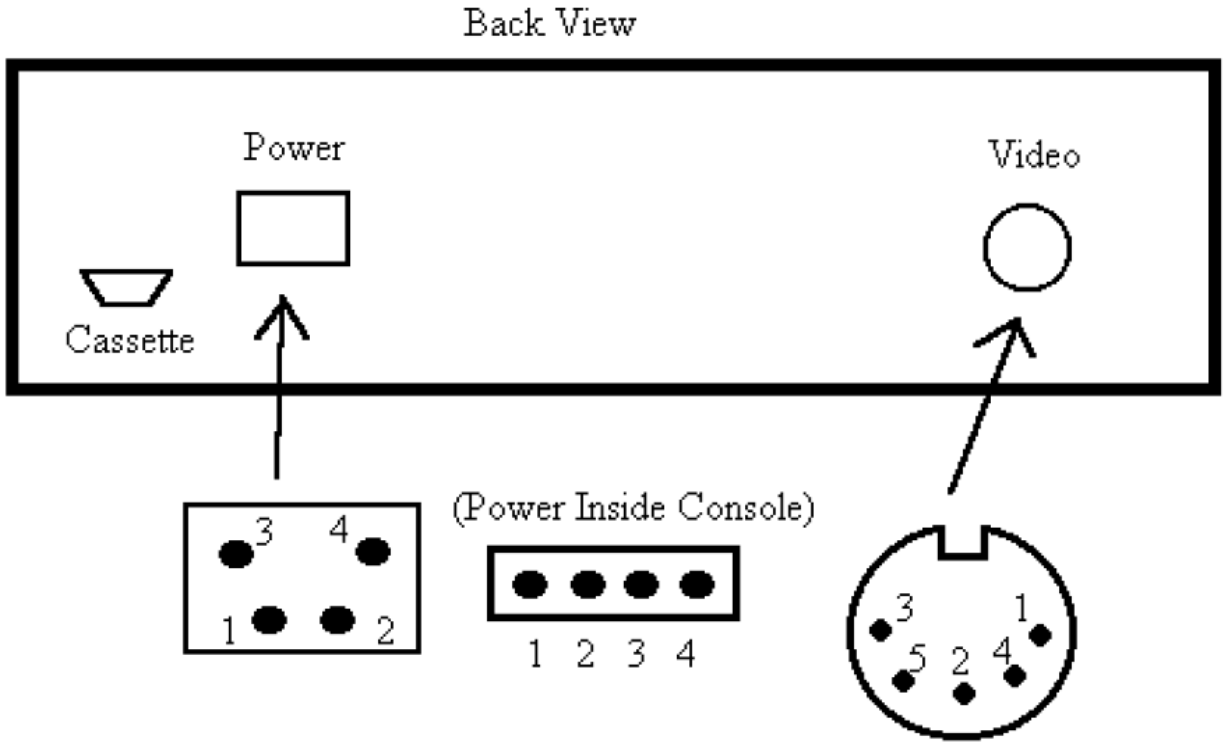
```
      PIN OUT FOR MONITOR :
      ---------------------

THE 9-PIN SUB-D CONNECTOR IS USED FOR CONNECTING THE RGB MONITOR
TO THE 80 COLUMN EXPANSION.

    PIN 1 GROUND
    PIN 2 GROUND
    PIN 3 R-SIGNAL (ANALOG)
    PIN 4 G-SIGNAL (ANOLOG)
    PIN 5 B-SIGNAL (ANALOG)
    PIN 6 OPEN
    PIN 7 + 5V
    PIN 8 SYNCHRONISATION (TTL)
    PIN 9 OPEN
```

and some “standards” (front-view into the cable´s plug !):



Pin 1	Audio output (right)	Pin 11	Green
Pin 2	Audio input (right)	Pin 12	D²B output
Pin 3	Audio output (left)	Pin 13	Red ground
Pin 4	Audio ground	Pin 14	D²B ground
Pin 5	Blue ground	Pin 15	Red
Pin 6	Audio input (left)	Pin 16	Fast switching
Pin 7	Blue	Pin 17	Composite video output ground/Sync output ground
Pin 8	Function switching	Pin 18	Composite video input ground/Sync input ground
Pin 9	Green ground	Pin 19	Composite video output/Sync output
Pin 10	D²B input	Pin 20	Composite video input/Sync input
		Pin 21	Common ground

Thiery/Bindel:



Power port:

I have been advised by Thierry Nouspikel and John Bindel that the voltages that were listed for the power pins were incorrect. Many thanks to them. There is no DC power at this point, only AC. I will see what I can dig up on the correct AC voltages.
Jason Rziha advises that the values on the back of the power supply that he has are:
18VAC, (22VA) between Pins 1&2, and 7.5VAC (1.0VA)between 2&4
It is unknown if these pin numbers correspond to the diagram above.

Video port:

Use
1 12V vid
2 R-Y (color burst clock)
3 Sound output
4 Y
5 B-Y (external video input?)
U GND

MONITOR 1: Commodore 1084S-D2

from the S-D manual:

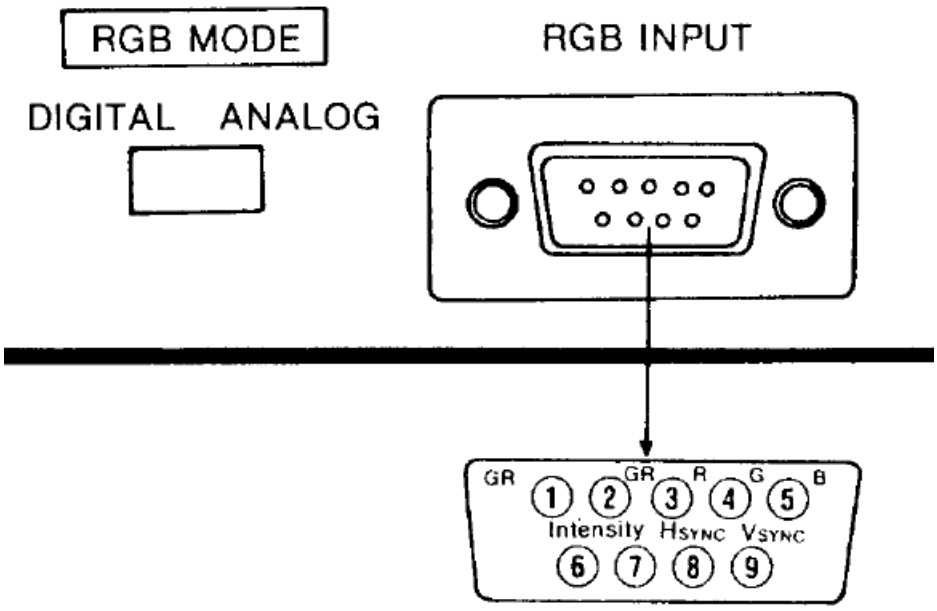


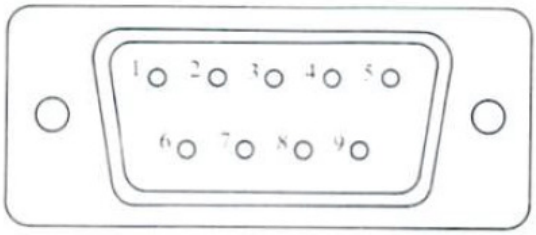
Fig. 17

Pin. No.	DIGITAL	ANALOG
1	Ground	Ground
2	Ground	Ground
3	Red	Red
4	Green	Green
5	Blue	Blue
6	Intensity	—
7	—	Sync.
8	H. Sync.	—
9	V. Sync.	—
Shell	Shield	Shield
Polarity	Video·····Positive Sync.·····Negative or Positive	Vidoe·····Positive Sync.·····Negative

from the “1084S”-standard-manual:

9-pin D — RGB Analog 0.7V P-P, 75 Ohm
RGBI Digital TTL levels

Pin No.	Connection
1	Ground
2	Ground
3	Red
4	Green
5	Blue
6	Intensity
7	N/C
8	Horizontal Sync
9	Vertical Sync



MONITOR 2: Commodore 1084S-P:

8 AND 6 Pin DIN Sockets

PIN ASSIGNMENTS

PIN NO.	DIGITAL RGBI INPUT 8 PIN SIGNAL	ANALOG RGB INPUT 6 PIN SIGNAL
1	Not connected	Green
2	Red	Horiz. Sync
3	Green	Ground
4	Blue	Red
5	Intensity	Blue
6	Ground	Vert. Sync
7	Horiz. Sync	
8	Vert. Sync	

DIGITAL RGBI INPUT

ANALOG RGB INPUT

When using these sockets before connecting the equipment, place the RGB/Composite switch in the relevant position.

http://gona.mactar.hu